

JAVA IMPORTANT QUESTIONS:

UNIT-1:

1. Demonstrate precedence rules and associativity with an example Java program
2. List and explain Java Buzz words, in detail.
3. Explain the usage of constructor and types of constructors in Java.
4. Discuss various principles of object-oriented programming.
5. Write a java program to illustrate the increment & decrement operators, shift operators and ternary operator.
6. Can we use constructors with parameters? What type of parameters can be passed for this? Explain the same with an example.
7. How to implement type casting in Java? How it is different from primitive type conversion? Explain it with an example.
8. Explain the architecture of Java Virtual Machine with a neat diagram.
9. Write a Java program to overload a constructor.
10. Discuss various primitive data types in Java in detail. Explain how they are different from reference data types.
11. Write the problems associated with procedure languages. Elaborate how object-oriented languages overcomes the problems of procedural languages.
12. How to assign the values to the variables in the class during the time of creation of an object to that class? Explain with an example.
13. Explain about java tokens.
14. Explain about Operators in Java.
15. Explain about Control statements in java.
16. Explain about arrays and Math class.
17. Explain about finalizer and visibility modifiers.
18. Explain about String and StringBuffer classes. Also differentiate them.
19. Explain about Character and File classes.
20. Illustrate this keyword with suitable examples.

UNIT-2:

1. How to share the data among the functions with the help of static keyword? Explain the same with an example.
2. What is method overriding? Illustrate the concepts of method overriding with an example. Is constructor overriding is possible in Java?
3. Write different types of inheritances in Java and give an example for each
4. Write a Java program to create a package where the program has to access a package and hide classes with packages.
5. Illustrate the use of 'super' and 'final' key words in java. Write the importance of abstract classes.
6. Write a Java program to demonstrate garbage collection.
7. List the mostly used java API packages and explain how to add more classes to a package.
8. Elaborate the use of static and nesting members in Java with suitable examples.
9. Define an interface. Explain the definition and implementation of interface in java.

10. Explain about Object class.
11. Explain about generic programming in java.
12. Explain about abstract class and java.util package.

UNIT-3:

1. Discuss various AWT controls in Java in detail?
2. Discuss various states in the life cycle of an applet in detail.
3. What is an event? Explain the methods that are available to handle events in Java.
4. Explain about Border Layout? Write a Java program which creates Border Layout and adds two Checkboxes to it?
5. Write the procedure to handle events in Java through event listeners.
6. How to create menus and menu bars using AWT? Explain with examples.
7. Discuss various methods present in Window listener interface.
8. Write the importance of event delegation model.
9. Write a program in AWT to design a registration form.
10. Write a program to design a calculator using AWT.
11. What is Applet? Explain its life cycle. Briefly explain with suitable example?
12. Explain about swing with suitable example.

UNIT-4:

1. Explain about text I/O and Binary I/O.
2. Explain about Binary I/O classes
3. Explain about Object I/O
4. Explain about Random Access Files

UNIT-5:

1. Explain multi-threading? Explain thread life-cycle.
2. Write the need of exceptional handling. Demonstrate Java program for array index out of bound and divide by zero exception.
4. Explain about Thread Synchronization
5. Explain about collections in java?
6. Explain about Java Beans.
7. Explain about Network Programming in java.